

PLEASE NOTE THAT THIS IS OUT OF DATE AND INCOMPLETE BUT IT SHOULD BE CORRECT AND USEFUL

380Z USER'S REFERENCE CARD

COS Monitor

J Jump to addr. & start.
C Continue program
L Load file
D Dump file
O Select I/O options

COS Front Panel

Return Increment mem. ptr.
— Decrement mem. ptr.
linefeed Increment mem. ptr. by 8
/ Decrement mem. ptr. by 8
M Set mem. ptr.
I Set mem. ptr. from mem. (abs)
R Set mem. ptr. from mem. (rel)
• Increment register ptr.
Display alternate registers
P Fill & test memory
G Find pattern
N Repeat last G
H Hex calculator
Z Single step
K Continue program

TXED

B Move ptr to start
nC Move ptr n characters
nL Move ptr n lines
Z Move ptr to end
nD Delete n characters
nK Delete n lines
Itext\$ Insert text
(tab) text\$ Insert (tab) text
nXtext\$ = nD Itext\$
nFtext\$ Find nth match for text
nT Type n lines to screen
nP Type n lines to printer
nW Write n lines to output file
R Read page from input file

N =B32767WR
G Insert M/S buffer
nS Save n lines to M/S buffer
M command str \$\$ Save command str in M/S buffer
nEM Execute macro n times
nEC Set block repeat count to n
nED Enable or disable window
EF Close output file
ER filespec \$ Open 'filespec' for reading
EV Type TXED title
EW filespec \$ Open 'filespec' for writing
EX Dump rest of file, leave editor
n (command str) Execute command str n times

IMMEDIATE MODE

↑ D =1C in command mode
↑ V =-1C in command mode
↑ N =+1L in command mode
↑ G =-1L in command mode
↑ J =I (CR) \$-2C in command mode
↑ K =1K in command mode
RUBOUT =-ID in command mode
ESC Return to command mode

ZAS

IN d Input stream to d
OUT d,s Output stream s to d
E Call editor
B Break
S Cold start ZAS
R Restart ZAS
P1 Pass 1
P2 Pass 2

P3 Pass 3
C Continue pass
W Clear symbol table last pass
T Output symbol table
LOFF Line & page numbers off
LON Line & page numbers on
LOAD Input text
SAVE Output text
OPEN Get 'filespec' for reading
filespec Get 'filespec' for writing
CREATE Close output file
CLOSE Set block repeat count to n
COPY n Initialise CFS
ICFS

ZAS EDITOR

Cn Move ptr n characters
Ln Move ptr n lines
B Move ptr to start
Z Move ptr to end
Dn Delete n characters
Kn Delete n lines
Tn Type n lines
S Type no. of free bytes
FS Find string
FN Repeat last FS
HK Clear buffer
I Insert text
A Append text
EX Leave editor

TRAP CALLS

| CODE (decimal) | Mnemonic | Meaning |
|----------------|----------|------------------------------|
| negative | — | Display ?ERR?, return to COS |
| 0 | — | Return to COS |
| 1 | OUTC | Output character to screen |
| 2 | KBDIN | Get character from keyboard |
| 3 | PUTBYT | Output character to cassette |

| CODE | Mnemonic | Meaning |
|--------|----------|--|
| 4 | GETBYT | Get character from cassette |
| 5 | — | Output character to printer |
| 6 | — | Output character to file |
| 7 | — | As EMT 6 |
| 8 | — | Get character from file |
| 9 | — | As EMT 8 |
| 10 | — | As EMT 8 |
| 11 | OPNWT | Open VT memory at frame blanking period |
| 12 | CLOSE | Close VT memory |
| 13 | GRAFIX | Scroll 4 lines, clear graphics area |
| 14 | SCROLL | Restore full screen scroller |
| 15 | CLEAR | Clear specified area of VT screen |
| 16 | WAIT | Pause for specified period |
| 17 | GETSYN | Get specified sync character from cassette |
| 18 | UPDATE | Update PORTO from MASK |
| 19 | GETHEX | Get hexadecimal number from keyboard |
| 20 | DEOUT | Convert 16-bit value to ASCII |
| 21 | BYTEO | Convert 8-bit value to ASCII |
| 22 | OUTC | Output character to screen |
| 23 | MSG | Output message to screen |
| 24 | CHAN | Perform I/O transfer on specified channel |
| 25-127 | — | Jump to TRAPX |

